

WHAT IS CLAIMED IS:

1 1. A method for programming a graphic control device, said method comprising:
2 displaying said graphic control device that is controllable by a user to
3 change a setting of said graphic control device;
4 displaying characters in response to user input;
5 moving said characters to intersect a region defined by said graphic
6 control device; and
7 programming a property of said graphic control device using said
8 characters.

1 2. The method of claim 1 wherein said characters includes textual characters,
2 and wherein said programming includes programming a function of said graphic
3 control device, said function being associated with said textual characters.

1 3. The method of claim 2 further comprising labeling said graphic control device
2 with said textual characters.

1 4. The method of claim 1 wherein said characters includes numeric characters,
2 and wherein said programming of said property includes programming a numeric
3 setting of said graphic control device, said numeric setting being defined by said
4 numeric characters.

1 5. The method of claim 4 wherein said programming of said property includes
2 programming a resolution of said graphic control device, said resolution being
3 defined by said numeric characters.

1 6. The method of claim 4 wherein said programming of said property includes
2 programming a range of said graphic control device, said range being at least partially
3 defined by said numeric characters.

1 7. The method of claim 1 wherein said characters includes textual and numeric
2 characters, and wherein said programming comprises:

3 programming a function of said graphic control device, said function
4 being associated with said textual characters; and

5 programming a numeric setting of said graphic control device, said
6 numeric setting being defined by said numeric characters.

1 8. The method of claim 7 wherein said programming of said property includes
2 programming a resolution of said graphic control device, said resolution being
3 defined by said numeric characters.

1 9. The method of claim 7 wherein said programming of said property includes
2 programming a range of said graphic control device, said range being at least partially
3 defined by said numeric characters.

1 10. The method of claim 1 wherein said displaying of said graphic control device
2 includes recognizing a hand drawn object as said graphic control device.

1 11. A storage medium readable by a computer, tangibly embodying a program of
2 instructions executable by said computer to perform method steps for programming a
3 graphic control device, said method steps comprising:

4 displaying said graphic control device that is controllable by a user to
5 change a setting of said graphic control device;

6 displaying characters in response to user input;

7 moving said characters to intersect a region defined by said graphic
8 control device; and

9 programming a property of said graphic control device using said
10 characters.

1 12. The storage medium of claim 11 wherein said characters includes textual
2 characters, and wherein said programming includes programming a function of said
3 graphic control device, said function being associated with said textual characters.

1 13. The storage medium of claim 12 further comprising labeling said graphic
2 control device with said textual characters.

1 14. The storage medium of claim 11 wherein said characters includes numeric
2 characters, and wherein said programming of said property includes programming a
3 numeric setting of said graphic control device, said numeric setting being defined by
4 said numeric characters.

1 15. The storage medium of claim 14 wherein said programming of said property
2 includes programming a resolution of said graphic control device, said resolution
3 being defined by said numeric characters.

1 16. The storage medium of claim 11 wherein said programming of said property
2 includes programming a range of said graphic control device, said range being at least
3 partially defined by said numeric characters.

1 17. The storage medium of claim 11 wherein said characters includes textual and
2 numeric characters, and wherein said programming comprises:
3 programming a function of said graphic control device, said function
4 being associated with said textual characters; and
5 programming a numeric setting of said graphic control device, said
6 numeric setting being defined by said numeric characters.

1 18. The storage medium of claim 17 wherein said programming of said property
2 includes programming a resolution of said graphic control device, said resolution
3 being defined by said numeric characters.

1 19. The storage medium of claim 17 wherein said programming of said property
2 includes programming a range of said graphic control device, said range being at least
3 partially defined by said numeric characters.

1 20. The storage medium of claim 11 wherein said displaying of said graphic
2 control device includes recognizing a hand drawn object as said graphic control
3 device.

1 21. A method for programming a graphic control device, said method comprising:
2 displaying said graphic control device that is controllable by a user to
3 change a setting of said graphic control device;
4 displaying characters in response to user input;
5 graphically associating said characters to said graphic control device in
6 response to user input; and
7 programming a property of said graphic control device using said
8 characters.

1 22. The method of claim 21 wherein said graphically associating includes
2 assigning a relationship between said characters and said graphic control device in
3 response a graphic directional indicator drawn from said characters to said graphic
4 control device.

1 23. The method of claim 22 wherein said graphic directional indicator includes an
2 arrow.

1 24. The method of claim 21 wherein said graphically associating includes
2 grouping said characters and said graphic control device together in response said
3 user input.

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